**CHARACTERS**

Creed: God of Time/Creation

Nulliva: God of Space/Destruction

Zaron: the Fire’s Emperor

Flinn: the Water’s King

**CONTINENTS**

Aquaya: Water, Metal, Wind, Lightning

Terranea: Fire, Wood, Earth, Spirit

**CLANS**

Flame Blazers of the Fire

Rain Crashers of the Water

Land Wreckers of the Earth

Steel Renders of the Metal

Leaf Reapers of the Wood

Gale Drifters of the Wind

Thunder Sparkers of the Lightning

Ghost Whisperers of the Spirit

**LANDMARKS**

* Zen Vulcan: the southernmost volcano that happens to be the Fire clan’s; surrounded by the walls of the Empire’s palace
* Maelstrom: the monstrous whirlpool in the center of the Kingdom that protects the Water clan; leads to the Abyss, an endless depth even below the ocean floor
* Sanctuary: the vast desert that has fine quicksand; below lies the underground mines dominated by the Earth clan
* Cladded-147: the aircraft that was built by the Metal, elevated by the Wind, and generated by the Lightning; the house and the symbol of unity of the 3 clans
* Yggdrasil: the phantom world tree that locates somewhere in the Wood’s forests; nurtures endlessly all trees that grow nearby
* The Temple: the invisible home of the Spirit clan; strangers are never able to land a step on it without the escort of a Ghost Whisperer

**BEASTS**

* Nidhogg of the East: the ferocious Azure Dragon that dwells deep in forests; rumored to lay dormant underground and feed on the Yggdrasil
* Suzaku of the South: the immortal Vermillion Bird whose nest is the Zen Vulcan; known to strengthen itself by absorbing humans’ and the nature’s energy
* Smilodon of the West: the android White Tiger that was created by the Lightning and Metal clans; deemed as malfunctioned and locked away in a classified warehouse on the Cladded-147
* Hydra: the nine-headed, serpent-like Black Tortoise that sleeps in the Abyss; believed to cause tsunamis with when it sheds its shells

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**STATUS ATTRIBUTES**

* **Health points (HP)**: a character's health; if HP hits 0, character faints
* **Mana points (MP)**: a character's energy; required for Artz abilities
* **Strength (STR)**: a character's physical power
  + For every 4 point of STR:
    - HP +2
    - P.Atk +3
    - P.Def +1
    - Acc +1
    - Crit Rate +0.2%
    - Crit Dmg +0.8%
    - AD +3
* **Intelligence (INT)**: a character's magical power
  + For every 4 point of INT:
    - MP +8
    - M.Atk +4
    - M.Def +1
    - AD +4
    - AS +4
* **Endurance (END)**: a character's survivability
  + For every 4 point of END:
    - HP +6
    - P.Def +3
    - M.Def +3
    - Eva +2
    - Crit Res +0.4%
    - AS +4
* **Agility (AGI)**: a character's dexterity
  + For every 4 point of AGI:
    - P.Atk +1
    - Spd +4
    - Acc +3
    - Eva +3
    - Crit Rate +1%
    - Crit Res +1%
    - Crit Dmg +0.4%
    - AD +1
* **Physical attack (P.Atk)**
* **Physical defense (P.Def)**
* **Magic attack (M.Atk)**
* **Magic defense (M.Def)**
* **Speed (Spd)**
* **Accuracy (Acc)**
* **Eva (Eva)**
* **Critical hit chance (Crit Rate)**: the percentage the attacker can land a critical hit
* **Critical damage bonus (Crit Dmg)**: the extra damage of a critical hit
* **Critical hit resistance (Crit Res)**: reduce the chance of getting attacked by a critical hit
* **Artz damage power (AD)**: the character's offensive power of Artz
* **Artz support power (AS)**: the character's healing and support power of Artz

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**CLASSES**

**PRIMARY CLASSES**

* **Fighter**: a strong class that emphasizes attack and survivability but sacrifices speed and magic Artz power. Fighters prefer two-handed melee weapons (greatswords, spears, axes, hammers, scythes, staffs, etc.).
* **Guardian**: a only class with the ability to wield shields. Preferably, they wield light melee/mid-range weapons (swords, blades, maces, etc.) and other magical weapons but still equip heavy armors. VIT
* **Rogue**: a stealthy class with extremely high speed but at the same time vulnerable. Like shadows, rogues are dual-wielders of melee weapons (swords, blades, daggers, claws, etc.) and pioneer fighters of light armors. AGI
* **Ranger**: a long-range class with unparalleled accuracy, rangers deliver fatal attacks without the targets’ awareness from a distance. Their different types of bows and guns have special arrows and bullets that come with a variety of tricks. STR-INT-AGI
* **Mage**: a magic class using Artz that possesses low physical attributes. As delicate magic users, mages wear cloth armors for ease of movements. Elements and intelligence are heavily depended on for this class. INT
* **Healer**: a medic class that has no fighting abilities but can heal and poison others. Like mages, they need cloth armors and bring along tools and recipe books. They are both dependent and dependable. INT-VIT

**SUB-CLASSES**

* **Fighter**
  + Warrior: slash/pierce-type weapons, melee specialist;...
  + Berserker: crush-type weapons, melee combatant; loves to knock down enemies
* **Guardian**
  + Templar: shield wielder with physical offensive ability; wields light, melee weapons
  + Paladin: shield wielder that masters magic Artz; wields light, ranged, and magic weapons
* **Rogue**
  + Ninja: versatile assassin with physical abilities, magic Artz, and exclusive shuriken
  + Trickster: acrobatic dodger; escape death in a blink
* **Ranger**
  + Archer: bow/long bow user; choice of enhancing arrows with Artz, arrow types matter
  + Gunslinger: gun users, purely physical
* **Mage**
  + Wizard: shape-shifting and elemental Artz user; staffs magnify spells and rods quantify
  + Summoner: magic user with the ability to call forth beasts, the undead, and automatons; uses grimoires
* **Healer**
  + Priest: mainstream medic with area/team heals; staffs and rods
  + Illusionist: healer with support chants; staffs and rods

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**WEAPONS**

**WEAPON TYPES**

* Melee:
  + Light: swords, katana, daggers, maces
  + Heavy: greatswords, spears, axes, hammers, scythes
* Ranged:
  + Light: shuriken, bows, assault guns, pistols, rods, staffs, grimoires
  + Heavy: long bows, sniper guns, shotguns

**DAMAGE TYPES**

* Slash: swords, katana, daggers, axes, scythes
* Pierce: swords, daggers, spears, bows, long bows, assault guns, sniper guns, pistols
* Crush: maces, staffs, axes, hammers, shotguns
* Magic: bows, long bows, staffs, rods, grimoires

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**TERMINOLOGY**

* Feel Sync: a phenomenon that occurs when paired gods synchronized their heartbeats and can develop telepathy in any situation
* Artz: skills that the people of Planet Chaoz use. They are diversified along with shapes, elements, and element combinations
* Retz: Planet Chaoz’s currency
* Scarletsmith: a craftsman that uses blood as his materials

**ELEMENTAL COMBINATION**

* **Fire**
  + Fire & Water Yin and Yang
  + Fire & Earth Torment and Endurance
  + Fire & Wood
  + Fire & Wind
  + Fire & Lightning Aggression and Acceleration

* **Water**
  + Water & Fire Yin and Yang
  + Water & Earth Mountain and River
  + Water & Wood
  + Water & Wind Frozen and Freezing
  + Water & Lightning

* **Earth**
  + Earth & Fire Torment and Endurance
  + Earth & Water Mountain and River
  + Earth & Wood
  + Earth & Wind Heaven and Hell
  + Earth & Lightning

* **Wood**
  + Wood & Fire
  + Wood & Water
  + Wood & Earth
  + Wood & Wind
  + Wood & Lightning

* **Wind**
  + Wind & Fire
  + Wind & Water Frozen and Freezing
  + Wind & Earth Heaven and Hell
  + Wind & Wood
  + Wind & Lightning

* **Lightning**
  + Lightning & Fire Aggression and Acceleration
  + Lightning & Water
  + Lightning & Earth
  + Lightning & Wood
  + Lightning & Wind Ascension and Declension

**ELEMENT DETAILS**

|  |  |  |
| --- | --- | --- |
| ***Elements*** | ***Strong against*** | ***Weak against*** |
| **Fire** | Wood & Wind | Water & Earth |
| **Water** | Fire & Earth | Lightning & Wood |
| **Earth** | Fire & Lightning | Water & Wind |
| **Wood** | Water & Lightning | Fire & Wind |
| **Wind** | Earth & Wood | Fire & Lightning |
| **Lightning** | Water & Wind | Earth & Wood |

**IMPORTANT NOTES**

“There is no salvation”

Choose Creation, and you shall seek to keep everyone alive, only to create further discord. The people you protect will fight for both their own sake and yours. However, you choose me because you hope to change the doomed course of the future.

Choose Destruction, and you will seek to destroy everyone in your way but to prevent Chaoz itself. You fight for your belief, and no one will fight for you. You choose me because you want to reveal the truth behind the feigned triumphs of the past.

The Breaker of Balance is yourself. Step in this world, and your choice cripples the equilibrium of life and death.

But can you, with your curiosity, not make an option?